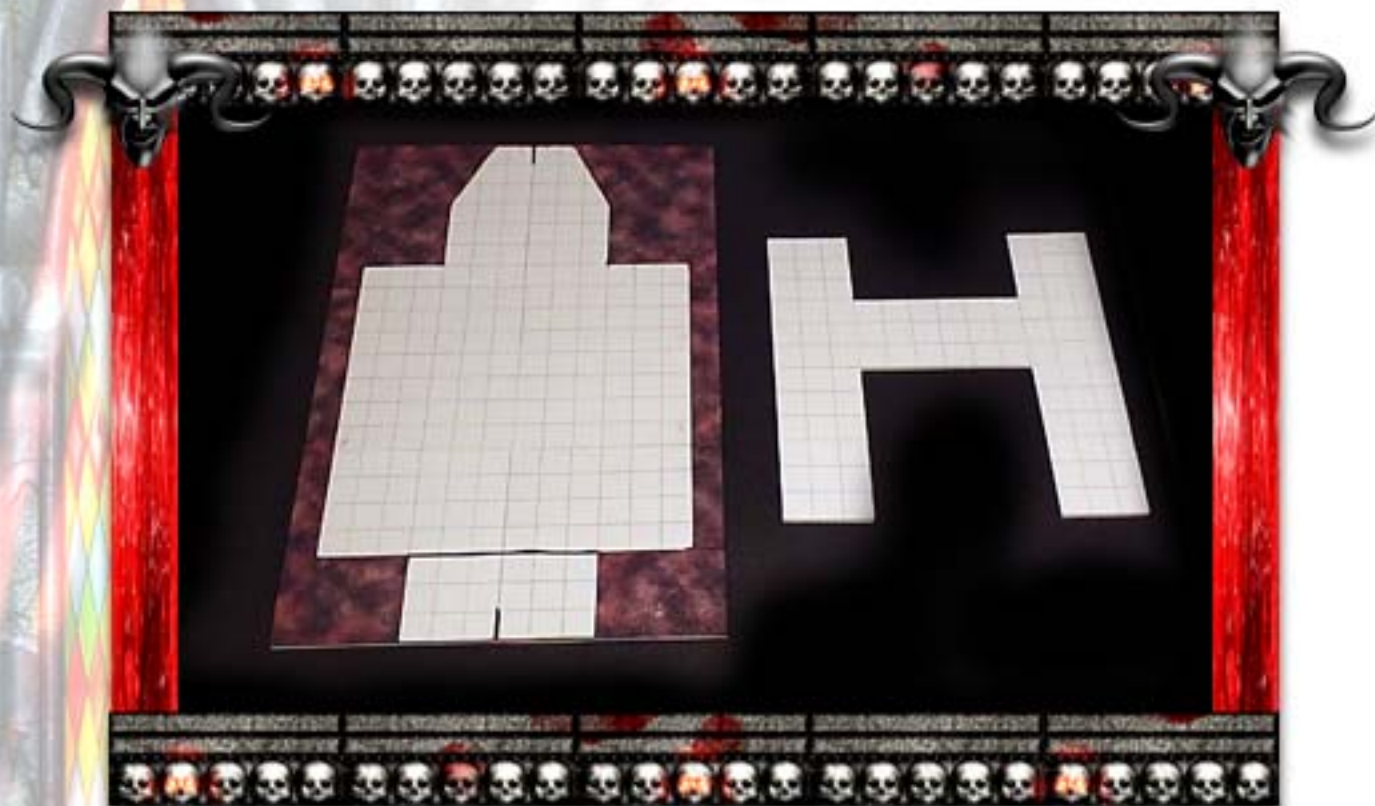


HELLWORKS II

CATHEDRAE NOCTIS

PART 1

BASING AND GROUND TILES



Basing is the literal foundation of your Cathedral model. To ensure your build goes together as smoothly as possible, proper planning is essential.

Cathedrae Noctis is designed in "chunks", areas of either 6"x6" squares or 3"x6" hall sections as well as a specialized rear window on a 6x6" floor.

Keeping these "modules" in mind we can now proceed to create a "footprint" that will allow us to use this with the standardized 7"x7" (or 7.5"x7.5") WWG basetile format.



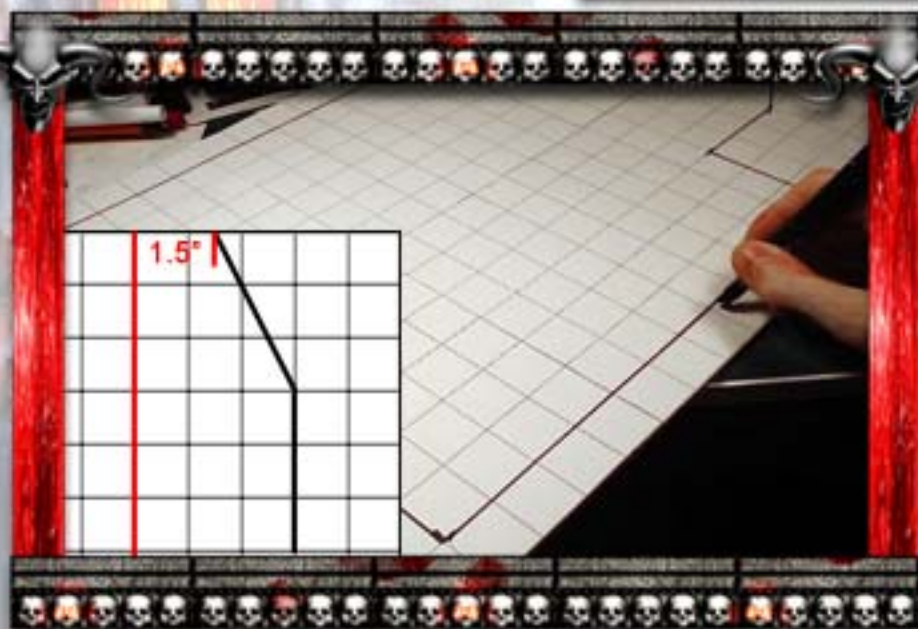
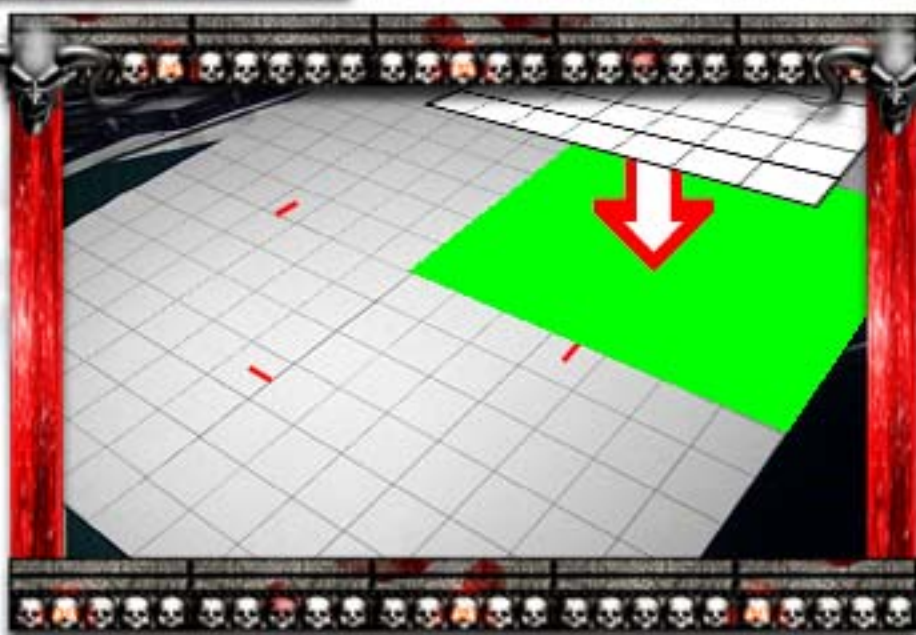


Before you begin, be sure to plan out your layout on a piece of graph paper or on your computer. This cathedral will be two levels and occupy six basetiles (2x3).

I've also noted the placement of any abutments and buttresses I intend to add later to save time.

Establishing an initial grid is essential (even for players using gridless formats). Several 1" templates were glued to a sheet of foamcore and the excess was removed when dry.

Depending on your brand of printer, a printing anomaly may occur resulting in squares not quite 7"x7". To combat this, measure them before cutting them out. If they're off, mark each on it's bottom middle square and glue them in a staggered pattern as shown to minimize the problem.

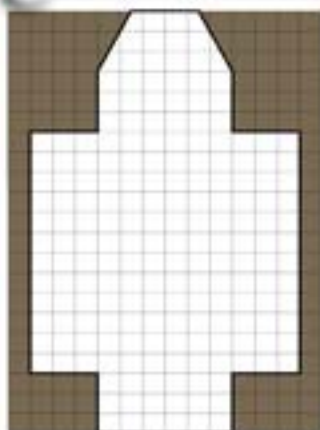


Alternatively, draw the entire grid out by hand.

Once the grid is in place, refer back to your plan and using a marker, draw out the actual "footprint" of the cathedral's ground floor.

The angle of the end walls is determined by finding a point 1.5" from the center of the rear wall (see inset).





Total grid size:
21x14= 294

Cathedral squares: 190

Difference: 104

Divide by 49 (7x7 grid): 2.3

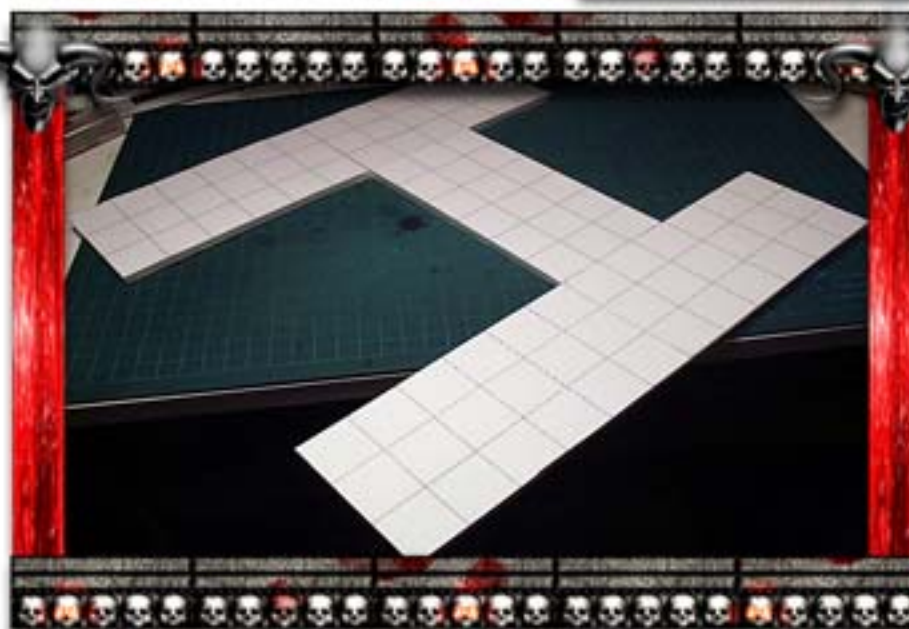
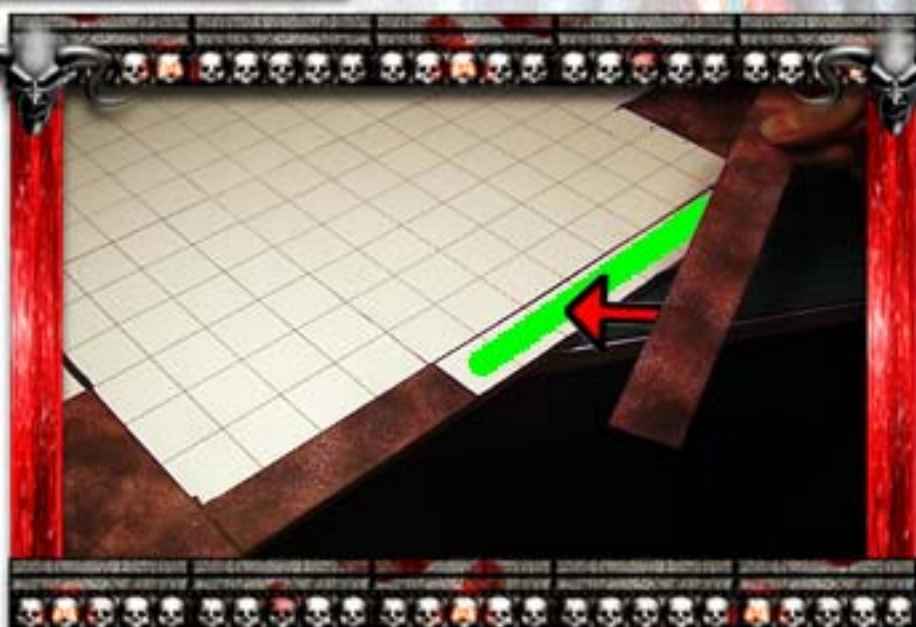
Minimum number of tiles
needed: 3

Go back to your plan now and count the number of squares (and partial squares) that will form the actual ground. Why? Ground tiles use up a lot of ink. By counting the exact number of squares needed, you can work out the minimum number of groundtiles you'll need and then you only have to print those tiles.

Once you've printed the tiles off, copy the needed shapes onto them. Try to get as much out of a full tile as possible to avoid having to use lots of little bits.

Dry fit each piece and add an extra line of black marker onto the base to hide where the pieces join up. Edge each piece and glue it into place as shown.

Learn all about edging and other tips and tricks in the tutorials section at www.worldworksgames.com



The second floor is a lot simpler but obviously needs a little more finesse when cutting away excess foamcore.

Now that the foundation is complete we can move on to the structure.

